

# 100 Magical Swords for the Busy Game Master



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Welcome to **100 Magical Swords for the Busy Game Master** – a list of odd and unusual magical items built with a sword as its receptacle of power. Each piece in the list is a unique magic item for an adventurer to use in the right situation to get an edge over a monster, trap, or other condition. Each item is built with a particular sword at its core, but feel free to change the type of sword to another kind or even to another weapon entirely to make it something your party members would better appreciate. Not everyone wants a magical great sword but might like the same magical abilities in a short sword, dagger, or even a staff.

Each magical sword detailed in this list has one or more fascinating abilities. As the game master, feel free to tinker with the items and change their type or magical abilities to fit the characters in your game world. Here are a few ideas of types of swords you can work with while shaping these items for your game world. The list represents just a few of the many historical swords of various countries. Feel free to use these suggestions to modify items in the list or add your own magical protective gear ideas. The only limit is your imagination. Some of the swords listed below are from the core rules. Others are various historical swords to allow player characters more choices. Just map the swords to a core rules sword for its primary stats.

- Akrafena
- Backsword
- Balasiong
- Balato
- Balisword
- Bayang
- Billao
- Bokken
- Bolo
- Broadsword
- Butterfly Sword
- Celtic Sword
- Changdao
- Claymore
- Cutlass
- Daab
- Dadao
- Dao
- Dha
- Epee
- Estoc
- Falcata
- Falchion
- Falx
- Flyssa
- Foil
- Gari
- Gladius
- Hachiwara
- Hook Sword
- Ida
- Jian
- Jintachi
- Kaskara
- Katana
- Keris
- Khanda
- Khanjar
- Khopesh
- Kilij
- Kirpan
- Longsword
- Makhaira
- Makhaira
- Mambele
- Mameluke
- Niabor
- Nihonto
- Nimcha
- Nuiweidao
- Panabas
- Paramerion
- Pata
- Patag
- Piandao
- Pulwar
- Rapier
- Saber
- Scimitar
- Seax
- Shamshir
- Shinai
- Shinken
- Shortsword
- Shotel
- Spadroon
- Spatha
- Susuwar
- Tachi
- Taijijian
- Takoba
- Talwar
- Tanto
- Tsurugi
- Viking Sword
- Wakizashi
- Xiphos
- Zweihander

Take a bit of time to read each item in the list. Think of ways to make some of them a perfect fit for your game and the mix of player characters. Or drop them in as is to allow the players the excitement of finding a new and unusual bit of treasure and deciding which player benefits from its capabilities the most. Many items require attunement to be used. Others do not. Each item that needs attunement states this fact in the description.

None of the swords list an attack bonus to create maximum flexibility. It is left to the game master to decide if an attack bonus (+1, etc.) is an appropriate addition over and above its magical powers for any particular campaign or character.

Use this list to choose a random sword by rolling a D100 (or 2 D10s) or actively choosing a particular item to fit a specific player's character or game goal.

So, what are you waiting for?

Take any item on the list, apply a little imagination, and let the adventure unfold.

May all your adventures be spectacular!

1	<p>The <b>Scimitar of Mimicry</b> is a curved Damascus steel sword with a bronze hand-guard carved with dancing figures. The handle is made of wood carved with musical notes, all filled with gold.</p> <p>As a bonus action, the attuned wielder can toss the sword up to 20' in any direction and then use subsequent actions to pantomime fighting with a sword. The sword mimics the actions the wielder is taking. As long as the wearer stays within 60' of the sword, it maintains this remote fighting mimicry ability. The sword can be recalled at any time and always returns to the wearer when recalled or when one minute passes. The ability can be used three times daily but never more frequently than once per hour.</p>
2	<p><b>Shapechanger's Bane</b> is a dao sword made of fine steel and etched with silver-filled runes. Its handle is made from carved bone, showing the scene of a mighty warrior slaying a group of werecreatures.</p> <p>When the attuned wielder faces off against any shapechanger or shape-changed being (i.e., from a polymorph spell or similar magic), the sword bursts into a cold silvery fire and unerring guides the wielder's attacks to great effect. The wielder gains a +2 to hit bonus against the target, and the sword does an additional 1D8 HP radiant damage on a successful hit.</p>
3	<p>The <b>Scimitar of the Drunken Sailer</b> is a ceramic sword with a miniature glass whiskey bottle-shaped handle. The handle is filled with an amber-colored liquid. The blade is ivory white and has many small indentations on the sides of its cutting edge.</p> <p>When the attuned wielder makes a successful attack against a target, the sword pumps potent alcohol into the wound, causing the target to drunkenly stagger until the end of the wielder's next turn. While drunk, the target has disadvantage on all attacks, and those attacking the target have advantage on their attacks.</p>
4	<p>The <b>Sword of Revealing</b> is a wooden tanto sword with a core of obsidian. It is drilled with many holes passing from one side of the sword to the other.</p> <p>When the attuned wielder uses this sword in battle, it unleashes a faint grayish mist that expands to a 10' radius from the wielder. The mist reveals all invisible creatures in the radius and negates any bonus buffs they would have had from being invisible. If the invisible creature steps outside the 10' radius, it reverts to being invisible if the effect is still active on that creature.</p>
5	<p>The <b>Katana of the Poison Path</b> is a superior katana, forged of steel and folded hundreds of times to make it incredibly sharp and flexible. During the forging process, thin metal tubes were worked into the blade. They lead to the hilt made from a slightly luminous green stone.</p> <p>When the attuned wielder strikes an opponent with an attack, that attack causes an additional 1D8 HP poison damage or half as much on a DC 16 Constitution saving throw. If the target fails the saving throw, it takes an additional 1D8 HP of poison damage every</p>

	<p>round until the poison is neutralized or the target dies. This special poison attack can only be used once per day.</p>
6	<p>The <b>Sword of Egoism</b> is a bone longsword. Its hand-guard is brass, and the handle is an extension of the bone that makes up the blade. The attuned wielder can see a name carved into the handle.</p> <p>If the attuned wielder speaks the name on the handle during combat, the blade splits into two, one in the wielder's hand and one floating freely under the wielder's command. The free-floating sword gives the wielder an additional attack each round anywhere within 15' of the wielder's position. The floating blade stays active for one minute or until the battle ends. When this strikes, it has the same hit and damage attributes as the sword in the wielder's hand, unleashing a sign of satisfaction every time it is successful.</p>
7	<p>The <b>Sword of Earthly Might</b> is a claymore forged with iron and bits of several rare metals, giving the blade a unique brownish sheen. Its handle is made from a carved piece of petrified wood and etched along its hand-guard with barely legible, dirt-encrusted runes.</p> <p>The attuned wielder can use an action to scratch a line into the earth and summon an earth elemental. It appears instantly and is under the control of the wielder. It is placed in initiative just after the wielder so it can take an action as soon as the wielder completes the turn.</p>
8	<p>The <b>Sword of Sunbursts</b> is a yellow steel hardened glass gladius with a faint white glow in its handle.</p> <p>On a successful strike by an attuned wielder, the sword unleashes a small burst of sun-bright light that blinds the target if it fails a DC 16 Constitution saving throw. The blindness condition lasts until the end of the target's next turn.</p>
9	<p>The <b>Sword of Electric Pain</b> is a beautiful copper-bladed short sword with a cork-lined iron hand-guard and an iron handle wrapped in silver and copper braid.</p> <p>The sword contains a maximum of three charges of electrical energy that the attuned wielder can call forth. The attuned wielder can use a bonus action on a successful strike to deliver an additional 2D8 of electrical damage. If the target fails on a DC 15 Constitution saving throw, the target becomes stunned until the end of the target's next turn. The weapon regains 1D4-1 charges per night.</p>
10	<p>The <b>Broadsword of Absorption</b> has a jade green colored glass blade with a solid guard and a grip made from carved green jade. Its pommel is a rounded piece of cloudy quartz constructed to fit into a slot in the grip.</p> <p>The attuned wielder can use a reaction to absorb spell energy of any non-AOE spell directed at the wielder. The sword can hold a maximum of 20 levels of spell energy. The sword drains any spell energy collected in the evening and starts the new day fully discharged.</p>

11	<p>The <b>Balisword of Agility</b> measures 37" in total when opened with a 17" obsidian blade. When opened, the 20" handle parts lock in place and have dozens of holes cut through the material.</p> <p>This weapon has the finesse attribute and gives the attuned wielder a +2 to Dexterity to a maximum of 20 when used in battle. When the battle ends, the dexterity score reverts to its standard value.</p>
12	<p>The <b>Paramerion of Addition</b> is a curved Damascus steel sword with a flat iron hand-guard and a black wood handle with a plus sign engraved on the top of the pommel.</p> <p>The sword requires attunement to use its magical feature. When the blade strikes the target, the next attack roll (if successful) adds one more die of damage. If the next attack roll after that hits, it adds two more die of damage and so on, up to six extra damage dice, after which it resets to its normal damage die. When an attack misses, the sword also resets to its normal damage die. The string of successful attack rolls can stretch across multiple rounds.</p>
13	<p>The <b>Sword of Undead Might</b> is a greatsword made of the thigh bone of a giant and carved with necromantic runes across its blade and handle.</p> <p>Once per day, the attuned wielder can use an action to call forth up to five skeletons under the wielders' control. The skeletons stay active for 24 hours or until killed, at which point they fall back into dust. The skeletons act on the same initiative count as the wielder in combat and will go directly after the wielder.</p>
14	<p>The <b>Kris of Assassination</b> is a serpentine mitral sword engraved with scales to make it look like an undulating snake. Its handle is carved to look like a snake's head with its mouth open just enough to show its poisonous fangs.</p> <p>The attuned wielder gains advantage on stealth, and any time the wielder successfully sneaks up on a target, the wielder gains advantage on the first attack roll. When a sneak attack succeeds, the sword does double damage plus 2D8 HP poison damage.</p>
15	<p>The <b>Sword of Controlled Force</b> is nothing more than a sword handle with a hand-guard attached. The handle is carved with an image of the sun with beams of radiant energy bursting forth from it.</p> <p>When the attuned wielder raises the sword handle in battle, a 20" beam of pure sunlight bursts forth from the handle. When a successful hit against a target, the sword deals 2D8 radiant damage. When the wielder ceases battle, the beam of sunlight dissipates.</p>
16	<p>The <b>Khopesh of Hunger</b> is a sword with a curve in its middle. The blade is made of hardened steel, and the handle is carved from a thick rose bush trunk. A glance shows several small holes in the handle and a narrow channel cut on each side of the blade for its entire length.</p> <p>Once attuned, the wielder can call forth the sword's powers by making a personal blood sacrifice. Spikes shoot out from the sword's handle to drink 2 HP of the wielder's blood and</p>



	<p>then retract. Once the sword has taken its tribute, it glows a ruddy reddish color, and every successful strike against a target transfers 2 HP of healing energy to the wielder. If the sword kills the target, it grabs a piece of its soul and transfers a bonus 10 HP of healing to the wielder</p>
17	<p>The <b>Sword of Maiming</b> is a finely balanced, extremely sharp short sword made of magically hardened obsidian. The handle is made of ironwood and carved with many small slashes – each representing one maiming the sword has caused.</p> <p>This sword does not require attuning. On a crit, it cuts off an arm or leg at the wielder’s discretion. This wound keeps bleeding until magical healing is applied. A cut arm will cause 1D6 HP bleeding damage per round and a cut leg 2D6 HP per round.</p>
18	<p>The <b>Sword of the Bullseye</b> is a long sword made of candy cane striped ceramic material with miniature images of wide open eyes on all the white stripes.</p> <p>The sword’s magic allows it to mentally communicate with the attuned wielder, giving the wielder real-time updates of the battle from dozens of angles. This expanded view provides the wielder with advantage on all attack rolls.</p>
19	<p>The <b>Spadroon of Detection</b> is a long straight sword made of ironwood and painted in alternating black and white stripes. The handle is made of a clear crystal.</p> <p>When attuned, the wielder can point the spadroon at a target within 60’ and learn if the target is good or evil. If the target is good, the handle turns white; if evil, it turns black.</p>
20	<p>The <b>Bokken of Rust</b> is a simple wooden sword with a hollow in the center of the blade and several fine holes drilled into the hole to that central hollow.</p> <p>For the attuned wielder, the sword works like a rust monster. A bit of dust falls through the holes whenever the sword strikes a target. If any dust lands on non-magical metal (armor, weapon, etc.), it weakens. If the attack strikes armor, the AC protection drops by 1, and if it hits a weapon, the weapon weakens. Three strikes against a metal weapon will cause it to fall apart. The wielder must state whether the sword is aimed at the target (which would hit the armor) or the target’s weapon for each attack.</p>
21	<p>The <b>Sword of Aggressiveness</b> is a plain-looking short sword with an uncomfortable rough iron handle that is always vaguely damp.</p> <p>This sword does not require attunement. When wielded, the sword sweats testosterone through the handle into the wielder’s skin. Each round, the wielder has a 50% chance of falling into a frenzied rage per the Barbarian Path of the Berserker ability.</p>
22	<p>The <b>Scimitar of the Jade Warrior</b> is a beautiful deep green jade sword with a silver hand-guard. The jade continues through the hand-guard and forms the handle and pommel, except these parts are milky green.</p> <p>The attuned wielder can use a bonus action to cause the scimitar to glow with a sickly green radiance. The radiance stays active until the wielder makes a successful attack</p>



	<p>against a foe. The energy attacks the target and adds 2D8 HP necrotic damage to the standard weapon damage.</p>
23	<p><b>Bane, the Luck Taker</b>, is a backsword with a thin straight steel blade and a decorative single-handed grip that encompasses both the hand-guard and the handle. The grip is covered with engravings of dice.</p> <p>When the attuned wielder successfully strikes a target, the target temporarily loses skill. The next time that target makes an attack roll or saving throw, the target must roll a D6 and subtract the result from the attack roll or saving throw.</p>
24	<p>The <b>Sword of Unseen Delights</b> is glass-bladed. The guard and handle are steel, and the pommel is a half sphere made of glass. The glass from the blade extends through the handle's hollow core to the pommel.</p> <p>This sword does not require attunement. When someone looks at an area through the glass of the blade, secret doors and concealed traps within 60' are revealed.</p>
25	<p>The <b>Sword of the Timid</b> is a massive greatsword made of the finest Damascus steel and covered with dull runes across the blade. The handle has a weighted pommel on its end to help balance the sword when used in battle.</p> <p>The attuned wielder must constantly attack the mightiest foe available in a battle. When a battle starts, the wielder has an uncontrollable urge to draw this sword, runes glowing an unearthly blue-green color. The sword forces the wielder to approach the strongest foe and begin attacking. The sword offers no extra buffs. Its magic was initially created to train timid warriors to be braver.</p>
26	<p>The <b>Sword of Far Travel</b> is a deep blue ceramic Mandau with a bone handle and a string tassel hanging with an eagle's claw from its end.</p> <p>The attuned wielder can misty step (per the spell) once per round as a bonus action. This ability only operates if the wielder is involved in melee with more than one enemy.</p>
27	<p>The <b>Estoc of Ali</b> is a steel sword that tapers to a point. It has a thin hand-guard and wire-wrapped handle. The tip of the blade is polished to a high sheen.</p> <p>The attuned wielder gains the ability of fancy footwork in battle. Once per round, the wielder has advantage on an attack against a target. Additionally, the wielder can use a reaction to give an enemy in melee range disadvantage on its attack.</p>
28	<p>The <b>Sword of the Blackguard</b> is an obsidian short sword with a transparent diamond mounted on its pommel. The handle is covered with a stylized engraving of a stormy night.</p> <p>The attuned wielder can use the sword's power up to three times daily to cast darkness (per the spell) in a 20' radius. The darkness lasts for one minute and is centered on the sword, moving with it. As long as the wielder holds the sword, the wielder has perfect vision in the magical darkness. The sword regains 1D4-2 charges per day but never less than one charge.</p>

29	<p>The <b>Sword of the Widow</b> is a changdao, a two-handed sword of exceptional reach. It is made of a finely honed blade from a meteorite's iron, giving it superior strength and flexibility in battle. The handle is painted with a black widow spider. It has the reach property.</p> <p>The attuned wielder can squeeze the handle on a successful hit to cause the blade to drip black venom spider venom into the wound. The toxin causes 3D8 HP poison damage or half as much on a successful DC 17 Constitution saving throw. The sword holds four charges, and all unused charges are regained at dawn the next day.</p>
30	<p><b>Blackburn</b> is a dadao sword with a broad point that tapers as it flows towards the handle. The blade is made of burnished iron, and its widest point is blacked and pitted but still razor sharp.</p> <p>The sword does not require attunement to be used. On a successful hit, the sword oozes acid from its tip, causing 2D6 acid damage in addition to the regular weapon damage. The sword takes a round to recharge, so it only gives this damage bump on one successful hit per round.</p>
31	<p><b>NullFlame</b> is a deep black sword, so dark that staring at the blade is like looking into an empty, soulless void.</p> <p>The attuned wielder can use the sword once per day to absorb all the energy of one area of effect spell (fireball, etc.) so no one in the target area takes any damage. As the sword absorbs it, it takes on the color of the energy absorbed. For instance, if it absorbs a fireball, it turns red. The wielder can then use a bonus action to redirect the spell's full force on the caster or release the energy harmlessly into the ground.</p>
32	<p>The <b>Sword of Disruption</b> is an ivory sword made from a blue dragon's horn. It is all carved as a single piece and has mystic runes of power covering the entire blade.</p> <p>The attuned wielder can use a reaction to create a counterspell effect (like the spell) on any magical attack directed at the wielder or another entity within melee range of the wielder.</p>
33	<p>The <b>Sword of Silence</b> is a simple iron short sword with a seemingly broken brass bell built in a small hollow in the handle.</p> <p>When the attuned wielder uses a bonus action to touch the bell, it peals forth with a pure note, leaving a void of silence behind. The area of silence (like the silence spell) extends in a 20' radius from the sword and moves with it. It lasts for one minute or until dismissed by the wielder.</p>
34	<p>The <b>Akrafena of Guiding</b> is a sword wider on its tip than near the hilt. The blade is made of high carbon steel and carved with symbols cut through it. The handle is a simple wooden handle wrapped with a gold braid.</p> <p>The sword does not require attunement. As an action, the wielder can call forth the power of the Akrafena to detect magic. The sword's power causes all visible magical items within a 30' radius to glow softly.</p>

35	<p>The <b>Sword of Additive Might</b> is a butterfly sword with a thick short iron blade covered with mystical symbols. Its hand-guard and handle are built of a single piece of forged steel to allow for an extra secure grip.</p> <p>The attuned wielder can use a reaction to block one successful hit. The attacker still rolls damage, but the sword absorbs it. On the next successful strike by the sword, it will do its normal damage plus the damage absorbed by it from the blocked attack. The sword can only hold and release the damage of the most recent strike against it.</p>
36	<p><b>Dragon's Claw</b> is a sword carved from the claw of an ancient dragon. It has been shaped to a fine point and lacquered to shine brightly in the sunlight. The blade's center has been hollowed out and filled with a liquid. It can be heard sloshing inside, but it is impossible to access the liquid short of breaking the sword.</p> <p>In an attuned wielder's hands, the sword charges up and can then unleash its devastating attack. It takes three rounds of battle for the sword to charge. Once it is charged, the sword starts glowing with a holy radiance. On an action, after it is charged, the wielder can cast a ball of pure radiant energy up to 60'. At this point, it explodes in a 20' radius ball of force, delivering 10D6 HP radiant damage to every entity in its radius. Any entity succeeding a DC 17 Dexterity saving throw takes half damage. Once discharged, it can start charging again. If not used, the charge stays active for one minute before dissipating.</p>
37	<p>The <b>Sword of Speed</b> is a flexible steel rapier with an elegant handle. It is polished to a high sheen and etched to make it look like it moves even faster than it does.</p> <p>The attuned wielder can haste at will with no ill reactions when the haste is dismissed.</p>
38	<p><b>Chill</b> is a blade carved from the heart of a glacier, magically preserved and preternaturally sharp. The blade is ice-blue and is slightly cool to the touch.</p> <p>The attuned wearer can release cold energy on a single attack per round. This attack causes 2D6 cold damage in addition to the regular sword damage.</p>
39	<p>The <b>Bifurcated Sword of Partnership</b> is a mithral sword with a very thin seam on the top of the blade running through the handle. There is a small button on the pommel.</p> <p>When the attuned wielder presses the button on the pommel as a bonus action, the sword splits into two equivalent swords and gives the wielder double the attacks per round for up to three rounds. After that, the sword cannot be used in this manner again for one hour.</p>
40	<p>The <b>Sword of the Radiant Glow</b> is a transparent quartz blade with a steel hand-guard and a wooden handle. The steel of the hand-guard wraps around the few inches of blade closest to it in a stylized design with powerful glyphs woven into it.</p> <p>When used in combat by an attuned wielder, the sword bursts into light, casting radiant energy in a 5' radius. Every creature in melee range takes 1D6 radiant damage at the start of its turn while remaining in the sword's glow.</p>

41	<p><b>Hag's Bane</b> is a kilij, a slightly curved sword made from forged iron with a bronze hand-guard and a wooden handle. The blade is carved with a scene showing frolicking children in a field.</p> <p>The attuned wielder gains advantage on the first attack roll every round when using this sword as the attack weapon. Additionally, it causes three extra points of slashing damage every time it strikes a hag.</p>
42	<p>The <b>Sword of Pestilence</b> is a rusty-looking iron short sword. Its many nicks and grooves are filled with all manner of nasty substances that don't clean off, no matter how hard one tries.</p> <p>The sword does not require attunement. It is magically enhanced to be impregnated with all manner of plagues. When this sword strikes a target, it must pass a DC 17 Constitution saving throw or become diseased. As the disease progresses, the creature gets closer and closer to death. Every day without being cured with a lesser restoration spell, the diseased entity loses two points of Strength and two points of Constitution. When either score drops to zero, the entity dies.</p>
43	<p><b>Thirst</b> is a rapier with a particularly sharp point. Tiny grooves on the point suggest the sword has the means of causing more damage than would be expected.</p> <p>When the attuned wearer strikes a target, the grooves on the point release barbs that cause a ragged tear when pulled out of the target, causing an additional 1D6 HP damage. The target takes a further 1D6 HP damage due to blood loss each additional round. This blood loss can only be stopped by treating the wound to stop the bleeding.</p>
44	<p><b>True Strike</b> is a ceramic broadsword decorated with an eagle diving down to catch prey. The handle and pommel are in the shape of an eagle's claw.</p> <p>This weapon does not need to be attuned. When wielded in combat, a roll of 18, 19, or 20 is considered a critical roll, and the sword does double damage.</p>
45	<p><b>Shatter</b> is a longsword made from a single smoky gray quartz crystal. Its handle is covered with filigreed silver interwoven with symbols of power.</p> <p>When the attuned wearer strikes a construct or for made of stone (or similar materials), the sword resonates with a frequency that causes the target to vibrate violently, causing an additional 2D8 HP thunder damage.</p>
46	<p>The <b>Sword of Heroic Valor</b> is a greatsword with its blade made of hardened steel covering a central core of volcanic glass. The blade is engraved with heroic images that cut all the way to the glass core.</p> <p>As a bonus action, the attuned wielder can cause the sword to light with an eerily bright light in a 20' radius. All the targets selected by the wielder in the light gain a +4 to a single attack roll or saving throw every round until the light is extinguished. The light burns for one minute or until dismissed by the wielder.</p>

47	<p>The <b>Mambele of the Animal Path</b> is a curious-looking sword with multiple crescent-shaped surfaces making it look more like a tree branch than a sword. Each crescent is painted with a scene of a different wild animal.</p> <p>The attuned wearer can use this word to conjure animals (per the conjure animals spell) as an action.</p>
48	<p>The <b>Rat Blade of Gnawing</b> is a particularly ugly short sword with serrations on its cutting edge shaped quite a bit like a series of dozens of rat teeth.</p> <p>This sword does not require attunement. The sword is excellent for breaking through wood and stone surfaces and causes triple damage on each strike against such a surface.</p>
49	<p>The <b>Sword of Safety</b> is a kirpan sword made from yellow dyed ceramic. It is slightly curved and approximately the length of a forearm. The pommel can be flipped open to reveal a hidden compartment in the handle covered with microscopically tiny runes.</p> <p>The attuned wielder has a psychic bond with the sword. It allows the sword to warn of traps within 20' of the wielder's position.</p>
50	<p>The <b>Sword of Celestial Healing</b> is an extremely light, almost weightless sword made of some ethereal substance that looks like a 3D matrix of intertwining wings.</p> <p>Three times per day, the sword grants the attuned wielder the healing power of a Deva. As an action, the wielder can touch any creature, deliver 4D8+2 HP of healing, and simultaneously cure the creature of any ill effects of curses, diseases, poison, blindness, and deafness.</p>
51	<p>The <b>Scimitar of Tentacles</b> is a well-made steel sword with the handle carved to resemble an octopus. The blade has circular discolorations of all sizes on it.</p> <p>The attuned wielder can use the sword's power to call forth an octopus as an action whenever the wielder is near a body of water. The octopus has the same stats as in the core rule books.</p>
52	<p><b>StarGrabber</b> is a pitted gray-black iron longsword with an oddly colored iron handle. The sword radiates an otherworldly feel and is oddly heavy for a longsword.</p> <p>Once per round, as a bonus action, the attuned wielder can pull a meteor from the sky, aiming it at a target within 60'. The wielder must roll a ranged attack to see if the meteor strikes. If it does, it causes 2D6 bludgeoning damage. It also explodes when it hits, causing 1D4 bludgeoning damage to every creature within 5' of the target that fails a DC 15 Dexterity saving throw.</p>
53	<p>The <b>Push Sword</b> has a wide, heavy blade made of bronze and a sturdy handle that provides a very secure grip.</p> <p>The attuned wielder can use a bonus action after a successful hit to push the target back 15' if it fails a DC 14 Strength saving throw.</p>

54	<p>The <b>Flying Blade of the Hummingbird</b> is a thin glass blade with a handle carved to look like gossamer feathers.</p> <p>The attuned wearer gains the ability to fly at the wearer's walking speed and also the ability to hover completely still in any orientation.</p>
55	<p>The <b>Chainsword of Paul</b> is a massive two-handed sword covered with teeth on both edges of the blade. The teeth go around the tip and end at the hand-guard. The handle is a mighty double-looped affair that allows for a highly secure two-handed grip.</p> <p>The attuned wielder can activate the sword's magic as a bonus action. When activated, the teeth start whirring around the blade at high speed, emitting a frightening noise. Every enemy within 30' of the chainsword must make a DC 16 Wisdom saving throw or be paralyzed until the end of their next turn. While the chainsword is active, every successful attack causes an additional 2D6 slashing damage as the teeth rip into the target's flesh.</p>
56	<p><b>Dazzle</b> is a ceramic sword with its blade sprinkled with tiny, sparkly diamonds.</p> <p>When used by an attuned wearer, the sword sparkles as it whips and weaves through the air, seeking an opening for a strike. If an attack is successful, the wielder can choose to either roll damage for the attack or force the target to roll a DC 16 Wisdom saving throw with disadvantage or be charmed (per the charm person spell, except it works against all creatures with an intelligence greater than eight.)</p>
57	<p><b>Crusher</b> is a massive two-handed sword with enormous serrated teeth on its blade. Each tooth has a tiny drawing of a foe being vanquished.</p> <p>This sword does not require attunement. If the wielder rolls a 19 or 20 on the die, the sword completely destroys the target's shield if it has one. Otherwise, it damages the target's armor, reducing its AC by two. If the target has no armor, the sword has no additional effect.</p>
58	<p>The <b>Sword of Turning</b> is a deep black obsidian blade with a fold hand-guard that wraps around the four-inch part of the blade closest to it. It has a silver handle and a diamond pommel.</p> <p>When an attuned wielder strikes an opponent with this sword, it must make a DC 16 Wisdom saving throw. If the creature fails, it immediately changes allegiances and begins attacking one of the wielder's foes. If there are no foes to target, it quietly sits down.</p>
59	<p>The <b>Sword of Cleaving</b> is a greatsword made of adamantine and is sharp enough to slice a hair dropped on it in half.</p> <p>If the attuned wielder rolls a crit, the sword delivers an instant kill, cleaving the target in half, splitting it right down the middle from head to groin.</p>
60	<p><b>SwampBlade</b> looks like a sword that has seen much better days. It is made of pitted, rusted iron and poorly balanced. The handle feels moist and, when touched, leaves algae residue on the hand.</p>

	<p>When attuned, the sword becomes a mighty weapon. In addition to being sharp and well-balanced, it can cast blight (per the blight spell) up to three times daily, depending on the number of charges it currently holds. It recovers one charge daily at dawn.</p>
61	<p>The <b>Sword of Dust</b> is a ceramic nimcha with a curved blade, brass hand-guard, and a carved wood handle. The blade is painted sky blue with sunbeams and many black spots reflecting in the beams to make it look like dust floating in the air.</p> <p>Once per day, the attuned wielder can cause a target to disintegrate (per the disintegrate spell.)</p>
62	<p>The <b>Sword of Stormy Force</b> is a longsword made of snow-white steel with a handle made from rosewood and engraved with storm clouds.</p> <p>The attuned wielder gains the strength of a storm giant while attacking. For the duration, the wielder has a strength score of 29. Once the battle concludes, the wielder's strength drops back to its previous value.</p>
63	<p><b>Conductor</b> is a claymore made of iron, silver, and copper alloy. The handle is oak, finely wrapped with copper and silver wires that emerge from the end of the blade.</p> <p>The blade does not require attunement. The blade's movement generates internal energy transmitted to any metal armor, shield, or weapon it strikes. The transfer of energy causes the metal to heat per the heat metal spell.</p>
64	<p>The <b>Sword of Covetousness</b> is a talwar, a curved sword made of a dark, glassy substance that seems to call out to all who gaze at its perfect form.</p> <p>The attuned wielder becomes obsessed with wealth and will attack others at the slightest provocation to possess any wealth, real or imagined that the other might possess.</p>
65	<p><b>D'Over</b> is a wooden sword made of hardened cherry wood. The blade is carved with the standard movements of an expert in this weapon's style.</p> <p>When using this sword, the attuned wielder can reroll any attack roll that shows a two or a three on the die. The wielder must accept the result of the new roll.</p>
66	<p>The <b>Sword of Expeditious Retreat</b> is a Shinken. The blade is made of a hardened steel and brass alloy. The handle is made from honoki wood and painted with images of mighty warriors engaged in fast-paced battles.</p> <p>The attuned wearer gains the mobile feat.</p>
67	<p>The <b>Sword of Inspiration</b> is a mighty steel longsword and scabbard. The scabbard is made from hardened leather. The blade of the longsword is lightly etched with various musical notes.</p> <p>The sword does not require attunement but its power only activates when drawn from the scabbard by someone with a 13 or higher Charisma sword. When drawn, the sword plays a</p>



	<p>marital tune that causes the same effect as the inspiring leader feat, but it works instantaneously. The sword continues to play the song until it is resheathed.</p>
68	<p>The <b>Sword of Forced Transformation</b> is a sword carved from an amethyst crystal and edged with hardened steel. The handle is made from maple and carved with images of tiny animals.</p> <p>The attuned wielder can use the power of the sword once per day to force polymorph one creature. The creature stays polymorphed for one minute or until the polymorphed form is killed, at which point it reverts to its original form (per the polymorph spell.)</p>
69	<p>The <b>Hairy Fang</b> is a short bone blade with a wood handle covered in wolf's fur. Unseen under the fur is a carving of the full moon with a wolflike creature howling underneath it.</p> <p>The sword does not require attunement. When the wielder successfully strikes a target, it must roll a DC 11 Constitution saving throw or be cursed with lycanthropy.</p>
70	<p>The <b>Copper Sword of Lightning</b> is a gladius with a reinforced copper blade, bronze hand-guard, and wooden handle. The blade is etched with lightning bolts.</p> <p>The wielder can cause 2D8 HP lightning damage once per round on a successful hit when attuned. This damage is in addition to the normal attack damage caused by the blade.</p>
71	<p>The <b>Blades Of Flame</b> is a set of two scimitars made of hardened steel with bits of flint mixed into its surface.</p> <p>The attuned wielder can use a bonus action to rub the two blades together, causing them to throw off sparks. A ball of fire forms between the blades as they are pulled apart. The wielder can then use an action to cast a stream of fire in a 30' cone. Each creature in the cone that fails a DC 15 Dexterity savings throw takes 6D6 HP fire damage or half as much on a successful save. This ability can be used twice per day.</p>
72	<p><b>Dunes</b> is a blade made from sandstone mixed with iron giving its blade a speckly, sandy look. The handle is wood and carved with a scene of desert sand dunes, and its pommel is shaped like a camel's humps.</p> <p>As an action, the attuned wielder can tap the sword's tip to the ground. That causes a colossal sandstorm to erupt in a 60' cone in the direction the wielder is facing. Each creature in the cone that fails a DC 16 Dexterity savings throw takes 8D6 HP bludgeoning damage or half as much on a successful save. This ability can be used once daily.</p>
73	<p>The <b>Insulting Blade</b> is a cloud blue glass sword with a brass hand-guard. The handle is cloth-wrapped glass. Under the cloth are various symbols that look like curses in a long-dead language when translated.</p> <p>The sword is semi-sentient and slightly psychic and does not require the wielder to attune to it. Once per round, as a reaction, the wielder can cause the sword to identify the most insecure target and shout out a deeply insulting slight. The next attack roll or saving throw made by that target will have a 1D8 penalty applied.</p>

74	<p><b>Life Stealer</b> is a glass sword with a central core that swirls with dark, slimy-looking clouds of movement. Its handle is wood and carved to look like a rib cage. Bits of the glass sword that make up the handle's core can be seen through the ribs.</p> <p>When an attuned wielder successfully strikes a foe, the sword does normal damage, and on the first attack that round, it drops the opponents hit dice total by one. If the enemies hit dice total drops to zero, it dies.</p>
75	<p>The <b>Sword of Vaporous Dreams</b> is a light purple ceramic sword with a hollow center. The handle is hollow, and the pommel swings open. Tobacco can be placed in the handle, and it automatically lights during the exertion of combat.</p> <p>As the attuned wielder swings the sword, the smoking tobacco leaks from microscopic holes in the blade. After the second full round of combat, all enemies within 20' of the wielder must make a DC 15 wisdom saving throw or go into a fugue state (incapacitated) for one full round.</p>
76	<p>The <b>Sword of Madness</b> is a ceramic sword covered with a swirling pattern of dark colors that constantly twist and turn in sickening designs.</p> <p>When the sword is picked up, the wielder must roll a DC 15 Wisdom saving throw or be shown to be too weak mentally to be the possessor of this weapon and be forced to drop it. On a success, the wielder can attune to the weapon and benefit from its powers without ill effect. When the attuned wielder strikes an enemy, the wielder can use a bonus action to cast the crown of madness spell. The target must succeed a DC 16 Wisdom saving throw or be affected by the spell. The sword can only affect one target at a time, and the wielder can dismiss its effects at will.</p>
77	<p><b>Magician's Bane</b> is a steel rapier painted to look like a huge wizard's wand.</p> <p>The attuned wielder can call upon the blade's power once per day to cast the feeblemind spell against a target that has been struck as a bonus action.</p>
78	<p><b>Hunger</b> is a longsword made of steel with a hollowed out central core and handle. The pommel has two sharp fangs painted on it. The pommel is hinged to give access to the hollowed out core of the handle.</p> <p>This sword must be attuned. On a crit, the sword affixes to the target, unleashing several tentacles that penetrate and suck the blood from the victim, resulting in instant death. The blood is transformed as it travels through the blade into a healing drought that can restore hit points equal to half the number drawn out in the attack. The healing drought is potent for 24 hours, at which point it vanishes.</p>
79	<p><b>Goblin's Bane</b> is a sword made from the thigh bone of a slain minion of Maglubiyet. It is dark gray and filled with tiny holes that produce an eerie sound when swung.</p> <p>When the attuned wielder wields this sword in battle, it produces a loud, grating sound that sounds like a proclamation of death when heard by a goblinoid. Any goblinoid within 60' of the sword must make a DC 17 Wisdom saving throw or be frightened.</p>

80	<p>The <b>Sword of Haunted Specters</b> is a clear glass sword with several dark blotches randomly moving around its interior. There are 1D4+2 blotches currently in the sword.</p> <p>The blotches are specters trapped in the sword, and the attuned wielder can use a bonus action to release one. The specter is under the wielder's command and takes its attack action right after the wielder. The wielder can release as many specters as desired, one per round. The sword can hold a maximum of six specters. It can be recharged by touching the tip to a body dead for less than one minute and holding it there for 30 seconds to absorb the dead's soul. This process creates a new specter inside the sword.</p>
81	<p><b>Djinn's Bane</b> is a very unusual sword. Its handle is very rare Dalbergia wood, and its blade is gaseous, so insubstantial that a hand can be waved through it.</p> <p>When attuned, the blade hardens when pulled out for combat and causes typical damage. The sword gives advantage on attacks against evil-aligned elementals.</p>
82	<p>The <b>Blade of Life</b> is a rare blade carved from a branch of the mystical Tree of Life deep in elven lands. It is deep mahogany carved with a slight curve to the blade.</p> <p>This blade does not need to be attuned. Once per day, the blade can touch a target and deliver 40 HP of healing.</p>
83	<p>The <b>Sword of Duality</b> is a shimmering silver scimitar. Each side of the blade is covered with a single rune that seems to be a name rather than a word of power.</p> <p>When the attuned wielder uses an action to strike a target with this blade, one additional target within 5' will also be hit. Both targets take the same amount of damage from the blade.</p>
84	<p><b>From Below</b> is an odd sword with a corkscrew-shaped blade. It is a mithral blade stained a deep brown.</p> <p>The attuned wielder can travel underground at full speed as if it were normal terrain. If an attack originates from underground, the attack has advantage to hit and is considered a stealth attack if a character has that attribute.</p>
85	<p>The <b>Sword of the Brave Heart</b> is a steel longsword with a red hand-guard shaped like a heart with a brilliant sun on its surface.</p> <p>The sword grants the attuned wielder immunity to all fear-based attacks.</p>
86	<p>The <b>Sword of the Final Blow</b> is a very unassuming short sword made of pitted iron with a handle wrapped with a threadbare coil of rope.</p> <p>This sword does not require attunement. If an enemy within 15' of the sword looks like it is on its last legs, it will fly out of the wielder's hand, make an attack, and fly back to the wielder's hand. This attack happens independent of initiative positions. It can only occur once per round.</p>

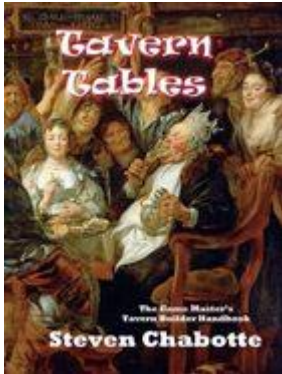
87	<p><b>Fearful</b> is a very fine broadsword made of hardened steel and decorated with gold filigree covering the hand-guard and handle.</p> <p>This sword does not require attunement. Whether sheathed or held, the blade begins shaking when it detects potential enemies within 60'. It can detect enemies through walls, behind doors, and anywhere else they might be located in that radius. The sword shakes more violently if an enemy is of great power. The sword is useless for combat.</p>
88	<p>The <b>Greatsword of Giant Slaying</b> is an oversized greatsword that is wickedly sharp and overlong but still superbly balanced.</p> <p>The attuned wielder gains the reach property when using this sword, and it has advantage on all attacks against giants.</p>
89	<p>The <b>Sword of Inner Illumination</b> is a dirty, rusty-looking gladius with a plain wood handle. The only thing that suggests the sword is more than it seems is a many-faceted violet crystal pommel.</p> <p>When the sword is first drawn in battle, the attuned wielder can use a bonus action to call forth its inner power to cast faerie fire on up to six targets in a 60' range that can be seen. If the targets fail a DC 17 Dexterity saving throw, they are covered with faerie fire for one minute. All attacks against affected creatures have advantage for the duration.</p>
90	<p>The <b>Sword of Growth</b> is a long sword made of Damascus steel. Its blade is several etched lines across its short side.</p> <p>As a bonus action, the attuned wielder can cause the sword to grow. When it grows, it extends its reach by 5', and its damage die goes up by one (i.e., a D8 goes to a D10.) The blade can grow two times in any battle and resets to its standard size one minute after its last growth.</p>
91	<p><b>Boomerang</b> is a short sword with a kangaroo carved onto its handle.</p> <p>The attuned wielder can use a full action to throw the sword like a boomerang. It swings in an arc up to 30' from the wielder and potentially strikes every target in the arc's path before returning to the wielder's hand. The wielder rolls separately for each target to see if it was hit and rolls only once for the damage. Each target that was hit takes that amount of damage from the action.</p>
92	<p><b>Crack</b> is a broadsword made from a meteorite mixed with terrestrial iron ore. A trench is carved into the blade, small near its tip and wide near the hand-guard.</p> <p>The attuned wearer can slam the blade's tip into the ground as an action and cause a crevasse to form from that point in a 40' cone. Any creature that fails a DC 17 Dexterity saving throw falls into the crack. The fall is 20' and causes 2D6 HP falling damage. The walls are sheer-sided and take a DC 16 Dexterity (or acrobatics) check to escape. This action can be used once per day.</p>

93	<p><b>Weight</b> is a regular-looking longsword with a pommel made from a multi-shaded, pitted gray stone.</p> <p>When the attuned wielder successfully attacks a target, the wielder can use a bonus action to cause the target's weight to quadruple, causing the equivalent of a slow spell to be cast upon it. The effect lasts for one minute.</p>
94	<p><b>Swap</b> is a two-colored glass sword. The portion of the blade near the tip is yellow, and the part of the blade near the hand guard is blue.</p> <p>When the attuned wielder strikes a foe, the blade allows the wielder to instantly change places with any creature within 30' with no attack of opportunity allowed.</p>
95	<p>The Falchion of Frost is a large blade made of a gleaming white amalgam of silver and mercury. Its handle is made of ivory, and the pommel is a transparent crystal globe that seems to have a snowstorm raging inside.</p> <p>When the attuned wielder successfully strikes a target, the target must make a DC 15 Constitution saving throw or be covered in a layer of ice. The ice incapacitates the target until either a successful attack is directed at the target or the ice melts at the end of the target's next turn.</p>
96	<p>The <b>Sword of Riches</b> is a ceramic sword painted gold and covered with images of jewels. The handle is made of ivory, and the pommel is shaped like a small hand.</p> <p>This weapon does not require attunement. Every time the weapon makes a successful attack, the small hand on the pommel retracts into the handle and reemerges with a small gem worth 10-50 GP. It tosses it to the ground.</p>
97	<p><b>Wave</b> is a Kalis. The waviness of its blade looks like the waves from the ocean as seen on a beach. The handle is deep ocean blue.</p> <p>Once daily, the attuned wielder can draw forth the ocean's mighty waves and cause a wall of water to appear. It is 40' wide and 20' tall (subject to the confines of the area) and travels from the blade in the direction the wielder is facing for one hundred feet. All within its path must roll a DC 17 Dexterity saving throw to escape its full wrath (if this is mechanically possible.) Those struck by the full force of the wave take 8D6 HP bludgeoning damage. Others take half damage.</p>
98	<p>The <b>Guardian</b> is a finely crafted short sword covered with holy symbols of some long-forgotten deity.</p> <p>When the attuned wielder draws the sword, the wielder is surrounded by a holy glow. The glow is a mystical guardian and operates as the guardian of faith spell, except that the guardian moves with the wielder. The effect lasts for one minute.</p>
99	<p>The <b>Sword of Vile Deviltry</b> is a broadsword covered with hellish runes that glow a ruddy red in the darkness.</p>

	<p>Once per day, the attuned wielder can call on the sword's power to summon a bearded devil (per the core rule books.) The wielder must roll a DC 13 Wisdom saving throw to be able to command the devil. If it succeeds, the devil is under the wielder's control and takes action at the end of the wielder's turn. If the saving throw fails, the devil is a free agent under the game master's command, and initiative needs to be rolled for it.</p>
100	<p><b>Luck Blade</b> is a normal-looking sword short with a faint four-leaf clover painted on its pommel.</p> <p>The attuned wielder is granted the lucky feat.</p>

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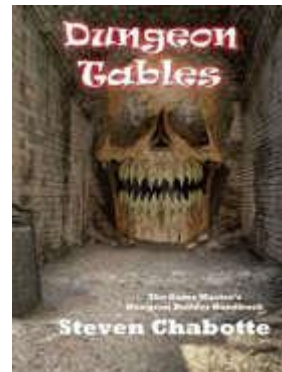


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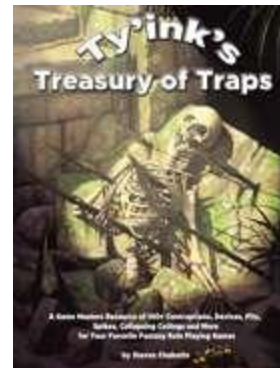


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